

Ming Chi

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Objective

Information-technology oriented positions.

Education

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|------------------------------------------|------------------------------------------|
| • University of Pittsburgh | • China University of Geosciences |
| 2014.9 – 2016.5 | 2010.9 – 2014.6 |
| Master of Science in Information Science | Bachelor of Engineering |

Project Experience

- **Distributed Database Query Server using Facebook PrestoDB**
Main contributor. Java restful server processing queries and generate results as back-end. Web page using bootstrap and knockout as front-end.
- **Mobile Game-like App for Java Learning**
UI designer & backend data simplifier. Extracted backend server data (a complex JSON) and leave only the required information.
- **“Best NBA Manager” – Decision System**
Data collector & model builder. Collect several seasons’ data from official NBA player database and build model.
- **Online Marketing Program**
Schema designer. Sample data generator. Using C++ & R to generate millions of records and pushed the records to database.
- **Digital Watermarking for Geo-Spatial Vector Data**
Bachelor Thesis Design. An application with inserting watermark, verification, and testing watermark robustness based on MapGIS 10, with a C# UI lib and a C++ algorithm lib.
- **Prototype GIS System**
Main designer and contributor (UI, map layer control and zoom functions). An application programmed to have GIS mapping function, with vector editing and layer management, using MFC & SQLServer.

Skills

- C++, Java, C#
- Html / CSS / JavaScript,
- MySQL, SQLServer
- Libraries and function wrapping.
- UI designing.



For more information about projects, demos, self-developed apps:

Please visit: <http://ndsorrowchi.github.io/html/past-projects.html> or scan the QR code on the right.